What is claimed:

1. A method for a plurality of reporters collectively self-organizing to share the task of identifying, judging and recording team-member activity that is causal to team achievement (FIG. 13), comprising:

    a) creating a common perspective among the plurality of reporters by team-member interaction protocol means (FIG. 14) to guide reporters' collective discovery of valued team-member interactions;

    b) measuring and valuing team members' contributions to the achievement of a team goal;

    c) recording and processing plural REPORTERS' reports on an aggregate basis and storing and retrieving them from a database; and

    d) guiding reporters on how to integrate their reporting activities to achieve the goal of providing complete COVERAGE for a CONTEST, when given only partial understanding of how they can achieve said goal.

2. The method of Claim 1, further comprising:

    e) deterring hostile attempts to report false data by security means (FIG. 5).

3. The method of claim 2, further comprising refining reporting skills by re-enforcement learning means (FIG. 1) including:

a) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;

b) establishing a reporter's reputation for reporting by proficiency skill level means; and

c) sharing reporters' knowledge and observations by collaboration means.

4. The method of claim 3, wherein the boundary of the CONTEST is extended to include REPORTERs as participants in the on-going CONTEST by providing PLAYERs with real-time feedback of the effectiveness of their actions, further comprising:

d) integrating and reporting of CONTEST analysis to CONTEST PLAYERs for their re-enforcement learning to guide their action choices during a CONTEST(FIG. 6).

5. The method of claim 4, wherein PLAYERs rely solely on peer-to-peer collaboration in their pursuit of the team goal and said reporting is accomplished by the PLAYERs themselves with little or no centralized or external control (FIG. 12).

6. The method of claim 5, further comprising developing
    refinements to existing ASPECTs or discovering
    additional valuable ASPECTs previously not uncovered,
    for modification of the reporting measurement rules by
    collaboration means.

7. A system for reporting the discovery of player activity
    that is causal to team achievement by identifying,
    selecting, valuing and integrating group-member
    actions that are causal to group achievement, wherein
    the improvement comprises, reporting that is
    accomplished by plural, reporting agents who
    collectively self-organize to share the task of
    identifying, judging and recording team-member
    activity that is causal to team achievement (FIG. 13),
    comprising:

    a) reporting agent means that monitors a contest and
    identifies and selects valued team-member actions
    and collaborations within the context of a team-
    member interaction protocol;

    b) team-member interaction protocol means for
    creating a common perspective among plural
    reporters, to guide reporters' collective discovery
    of valued team-member interactions (FIG. 14);

c) means for measuring and valuing team members'
contributions to the achievement of a team goal;

d) means for recording and processing plural reports
on an aggregate basis and storing and retrieving
them from a database;

e) means for guiding reporters on how to integrate
their reporting activities to achieve the goal of
providing complete COVERAGE for a CONTEST, when
given only partial understanding of how they can
achieve said goal.

8. The system of Claim 7, further comprising:

f) security means to deter hostile attempts to
report false data (FIG. 5).

9. The system of Claim 8, further including re-enforcement
learning means (FIG. 1) to enable reporter to refine
reporting skills, further comprising:

a) report quality feedback means to apprise REPORTER
of reporting accuracy in relation to a standard;

b) SKILL LEVEL means for establishing a REPORTER's
reputation for reporting proficiency;

c) collaboration means for REPORTERs to share
knowledge and observations.

10. The system of claim 9, wherein the boundary of the
contest is extended to include reporters as

participants in the on-going contest by providing
players with real-time feedback of the effectiveness
of their actions, comprising:

d) means for integration and reporting of contest
analysis to contest players for their re-
enforcement learning to guide their action choices
during a contest (FIG. 6).

11. The system of claim 10, wherein players rely solely
on peer-to-peer collaboration in their pursuit of
the team goal, and said reporting is accomplished by
the players themselves with little or no centralized
or external control (FIG. 12).

12. The system of claim 11, further comprising
collaboration means to develop refinements to
existing aspects or discover additional valuable
aspects previously not uncovered, for modification
of the reporting measurement rules.

13. A method for collective intelligence gathering by a
group to achieve a pre-defined group goal wherein said
group is self-managed and self-trained, with role
selection, information discovery, information
reporting, information aggregation and group member
performance rating, comprising:

a) creating a common perspective of the problem domain by group members;

b) judging the value of observations by group members;

c) recording and integrating judgments by group members on an aggregate basis, and storing and retrieving them from a database;

d) valuing group members' contributions to the intelligence gathering task; and

e) guiding group members on how to integrate their information gathering activities to achieve the goal of providing complete coverage for a problem domain, when given only partial understanding of how they can achieve said goal.

14. A system for collective intelligence gathering by a group to achieve a pre-defined group goal wherein said group is self-managed and self-trained, with role selection, information discovery, information reporting, information aggregation and group member performance rating, comprising:

a) reporting agent means that monitors a contest and identifies and selects valued team-member actions and collaborations within the context of a team-member interaction protocol;

b) means for group members to create a common

perspective of the problem domain;

c) means for group members to judge the value of

their observations;

d) means for group members to record and integrate

judgments on an aggregate basis and store and

retrieve them from a database;

d) reputation means for valuing group members'

contribution to the intelligence gathering task; and

e) means for guiding group members on how to

integrate their information gathering activities to

achieve the goal of providing complete coverage for a

problem domain, when given only partial understanding

of how they can achieve said goal.

15. The system of claim 14, wherein reporting agent means

includes unsupervised neural network software

embodied in a computer mechanism capable of

identifying valuable action sequences (FIG. 15),

comprising:

a) players, representing group members pursuing a

group achievement;

b) Steward, representing a Player empowered to decide

the course of group action in pursuit of the group

goal;

c) Reporter/Observer, representing a neural network software agent that monitors said player's communications and data transfers with other group-members; and

d) means for software embodied in a computer to evaluate the instant activity observed by the Observer and immediately relate processed information appropriate for share awards to group members facilitating integration of activity incrementing group activity development for goal achievement.